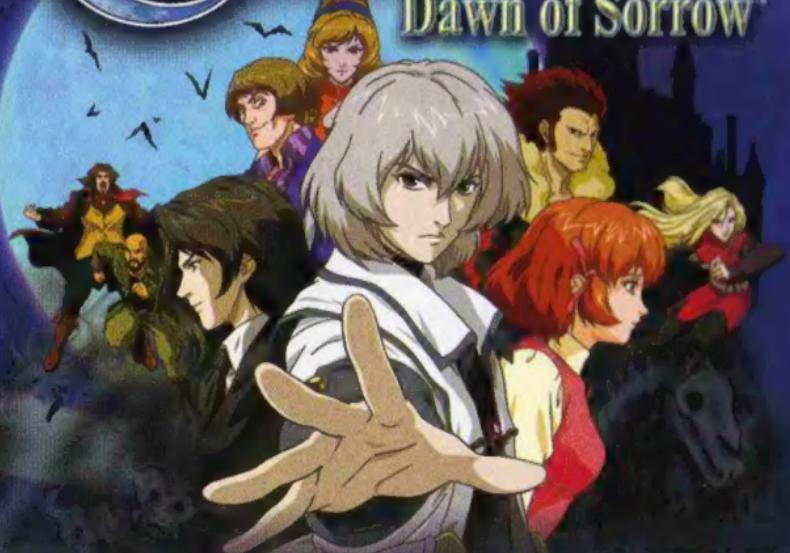


ALSO AVAILABLE

Castlevania

Dawn of Sorrow™



NINTENDO
EmuMovies DS™

Konami Digital Entertainment, Inc., 1400 Bridge Parkway, Suite 101, Redwood City, CA 94065.
© 1986 2005 Konami Digital Entertainment Co., Ltd. "CASTLEVANIA" is a registered trademark of Konami Digital Entertainment Co., Ltd. "CASTLEVANIA: Dawn of Sorrow" is a trademark of Konami Digital Entertainment Co., Ltd. "KONAMI" is a registered trademark of KONAMI CORPORATION.
Published by Konami Digital Entertainment, Inc. Developed by Konami Digital Entertainment Co., Ltd.



TEEN



Blood and Gore
Fantasy Violence

ESRB CONTENT RATING

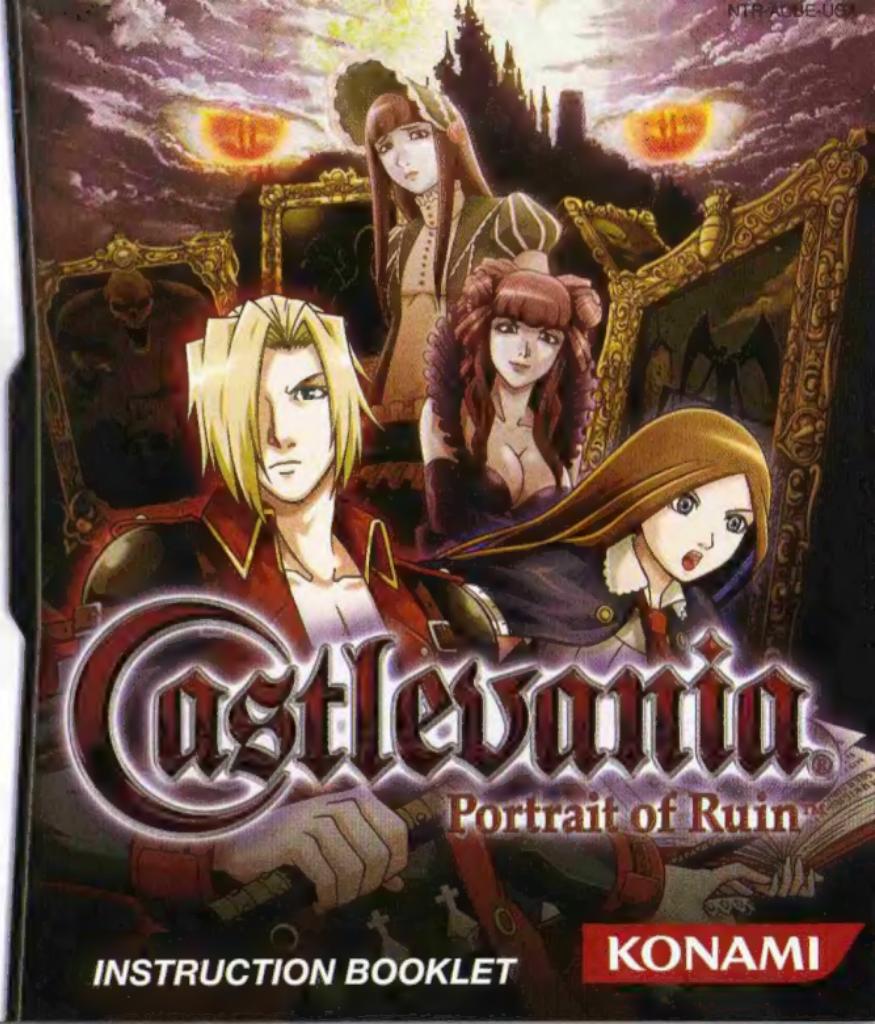
www.esrb.org



NINTENDO DS™

INSTRUCTION BOOKLET

KONAMI



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

Table of Contents

Background: 4

Controls: 5

Title Menu: 7

Options: 8

The Game Screen: 9

Menu Screen: 11

Game System: 13

Saving & Loading: 16

Multi-Player: 17

Nintendo Wi-Fi Connection: 19

Characters: 20

TEEN



Blood and Gore

Mild Language

Suggestive Themes

Violence

ESRB CONTENT RATING

www.esrb.org

LICENSED BY



Background

The year is 1944.

The world is filled with chaos.

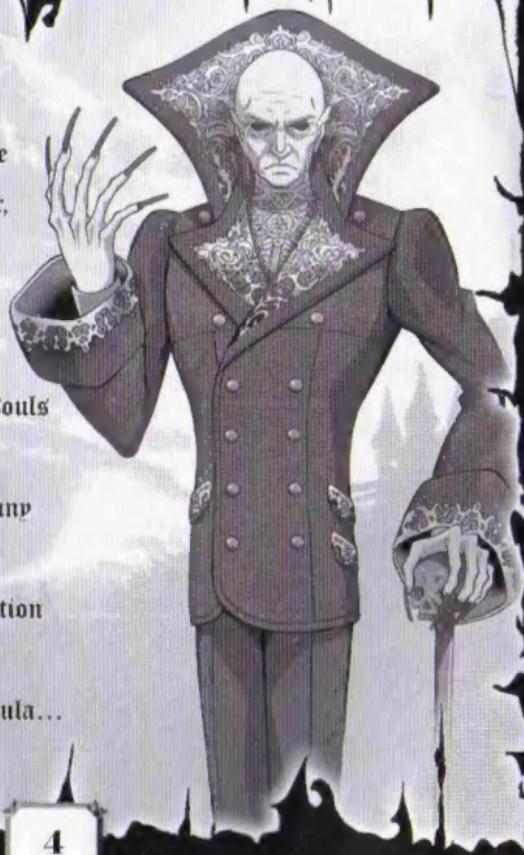
The second global war holds the entire world in its grip of terror, creating hatred and fear along with countless numbers of lost souls.

The agony and hatred of those souls summon the castle of evil.

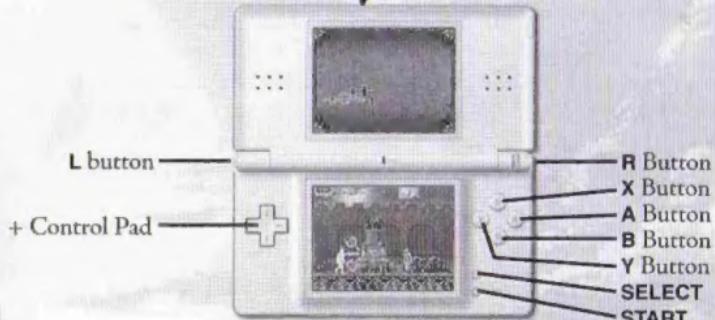
The castle that has appeared many times throughout history only to bring terror and destruction upon its surroundings.

the castle of the dark lord, Dracula...

The demonic castle.



Controls



R Button
A Button
B Button
Y Button
X Button
L Button
+ Control Pad
START

Activate skill for partner when on-screen (Sub-weapon/Magic)
Call partner (Press again to send partner away)

Jump
Normal attack
Switch players
Back dash
Move character

Switch between the "Menu Screen" and the "Gameplay Screen"
(Lower Screen)

• Pressing the **L** Button, **R** Button, **SELECT** and **START** together will reset the game.

Controls



↑ + Y Button

Attack with equipped skill (Sub-weapon/Magic)



↓ + B Button

When on a thin floor, drop down

When on the ground, slide (after obtaining relic)



↑ + X Button

Activate Dual Crush (cooperative move)

Will not activate if you do not have enough MP

MP gauge lights up when Dual Crush can be activated



↑ + L Button

High jump (after obtaining relic)

Title Menu

Choose the mode you want to play from the menu on the Title Screen. Press the **A Button**, **B Button** or **START** during the demo movie to display the Title Screen.



TITLE MENU SCREEN

GAME START: Start the game.

SHOP MODE: Buy or sell items found in the game through a wireless connection.

CO-OP MODE: Start a multi-player game with another player local wireless feature or the Nintendo Wi-Fi Connection.

BOSS RUSH MODE: Fight against the bosses one after another. (More stages are added as conditions are met.)

OPTIONS: Change the game settings. (See Pg. 8)

RANKING: View records from Boss Rush Mode and Co-op Mode. The top 3 records will be displayed.



GAME START MENU SCREEN

SELECT DATA: 6 saved data will be displayed. Select **NEW DATA** and register your name and emblem to start a game.

COPY DATA: Copy saved data.

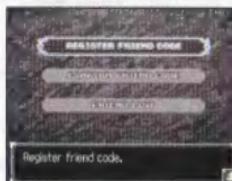
DELETE DATA: Delete saved data.

Options

Choose **OPTIONS** and select your saved data that you would like to configure.

EDIT EMBLEM

Edit your emblem, using the stylus for input.



EDIT NAME

Edit your username for the game.

FRIEND CODE

A Friend Code is a 12 digit number code that is generated when logging in to the Nintendo WFC.

- Register Friend Code

You can register another player's Friend Code. Wireless mode partners will automatically be registered to your Friend Roster.

- Confirm Friend Code

View your own Friend Code.

- Friend Roster

View the registered Friend Codes. The list can contain up to 24 people, and if you register more, older data will be overwritten. For data that you want to keep, you can lock it to prevent it from being overwritten. To delete a Friend Code, select it from the list and select "DELETE."

Nintendo WFC SETTINGS

Adjust your Nintendo Wi-Fi Connection settings. (See Pg. 19)

The Game Screen

PARAMETERS

ATK: Attack Power

DEF: Defense

STR: Strength

CON: Constitution

INT: Intelligence

MND: Mind

LCK: Luck

THE UPPER SCREEN



PLAYER STATUS

LV: Current level

Equipped Weapon

Equipped Skill

NEXT: Experience needed to level up

GOLD: Current money

THE MAP SCREEN



ENEMY STATUS

NO: Enemy number / enemy name

ATTRIBUTES: indicates effective (red) or ineffective (blue) attack attributes

ICONS: Strike Whip Slash Fire Ice

Electric Dark Holy Poison Curse Stone

1: Dropped item #1 (stars show rarity)

2: Dropped item #2

HP: Enemy health

EXP: Experience gained by defeating enemy

ENEMIES KILLED: Number of enemy defeated

Press SELECT during gameplay to switch displays between "Status summary/Enemy attribute display" and "Overall map display."

The Game Screen

THE LOWER SCREEN



- HP gauge
- Character Icons
- MP gauge
- Mark indicating you are calling your partner
- Player
- Enemy

Press START during gameplay to switch between the "Gameplay game screen" and the "Menu Screen."

GAME MENU:
Select to use or equip items, quick-save your game, or access your in-game resources.

TIME: Current play time

RATE: Game completion rate

EXP: Experience earned

NEXT: Experience needed to level up

GOLD: Current money

THE MENU SCREEN



LV: Characters' current level

HP: Current and maximum hit points

MP: Current and maximum magic points

TOTAL KILLS: Total number of enemies defeated



Menu Screen

MENU SCREEN OPTIONS

EQUIP: Change equipment settings

USE ITEM: View and use consumable items

SUSPEND: Quick-save the game

CONFIG: Change control and volume settings

TALK: Talk to your partner

RELICS: View and equip artifacts

GUIDES: View gaming guides

MAPS: View map

EQUIPMENT SCREEN OPTIONS

You can choose equipment for Jonathan and Charlotte separately. Select EQUIP, then use the X Button to choose either Jonathan or Charlotte.

WEAPON: Change the equipped weapon

SKILLS: Change skills (sub-weapons for Jonathan, or magic for Charlotte)

BODY: Change armor

HEAD: Change head equipment

LEGS: Change leg equipment

ACCESSORY 1: Change Accessory 1

ACCESSORY 2: Change Accessory 2

DUAL CRUSH: Change Dual Crush (cooperative move)

Menu Screen

USE ITEM <View/use consumable items>

Consumable items are shared by Jonathan and Charlotte. You can carry up to 9 of each type.

CONFIG <View/edit button configuration>

You can change the button configuration, or adjust sound volume.

TALK <Show hints in dialog form>

View dialog between Jonathan and Charlotte regarding a number of subjects, that changes according to progression of the game.

RELICS <Magic object settings>

View the artifacts you have. You can also turn their effects on and off.

GUIDES <View various guides>

View the information guides about the enemies, items, skills and quests that have been uncovered.

MAPS <View map progress>

View your current progress through the map, as well as your current position. When you enter a new area, you can use the L and R Buttons to switch between displays for each area. Also, you can place up to three markers in each area, and use them to find places easily.

USE ITEM STATUS

GOOD:	Normal
POISON:	Poisoned
CURSE:	Cursed
STONE:	Turned to stone

GUIDES

ENEMY:	View defeated enemies list
ITEM:	View discovered items
SKILLS:	View learned skills
QUESTS:	View quest list

THE MAP SCREEN



Game System

There are various gameplay systems in this game.

† PARTNER SYSTEM

You control two characters, Jonathan and Charlotte, to defeat enemies and make your way through the game.

Player (the character you control)

Partner (the character who moves automatically)

• Changing players

After you obtain the "Change Cube" relic, press the X Button to switch players during gameplay.

• Calling your partner

After you obtain the "Call Cube" relic, press the A Button to call your partner, and fight side by side.

• Switching between players

When your partner is on the screen, press the X Button to switch between the two characters, and control the other one.



† GAME OVER

When the player's HP reaches zero, it's game over.

- The two main characters share HP, so when one character dies, the game is over.
- When your partner takes damage, your MP decreases.

Game System

† SKILL ATTACKS

The two main characters each have different skills. Both can perform skill attacks by pressing **↑ + Y** Button.

• Jonathan Morris' Skills <Sub-weapons>

Each time you defeat an enemy, your mastery of the equipped subweapon increases. As your mastery increases, your attacks become more powerful. When your mastery reaches the maximum, you will receive the title of "Master."

• Charlotte Aulin's skills <Magic>

You can charge magic attacks by chanting (press and hold the button), to launch more powerful attacks. The more powerful the attack, the longer you need to chant.



† DUAL CRUSH

Both characters can perform a combined attack by pressing **↑ + X** button. These attacks are very powerful and consume a lot of MP.



† THE SHOP

You can visit Vincent's room near the castle's entrance to buy or sell various things. (See SHOP pg. 18.)

Game System

† WARP POINTS

Press up on the Control Pad in front of the stone tablets called Warp Points. You can select a destination within the same area, and warp directly to it.



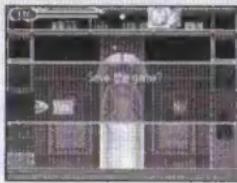
† MYSTERIOUS PAINTINGS

Press up on the Control Pad in front of paintings to enter the world (area) of that painting. There are multiple "mysterious paintings" within the castle.

† QUESTS

While exploring, you will encounter someone who calls himself "Wind." You can receive quests from him, and if you complete them, you may receive new skills or items. Also, completing quests may make new ones available. You can view active and completed quests via the Menu Screen by selecting "GUIDES," then "QUESTS."

Saving & Loading



SAVING

Stone statues called Save Points are located at various points throughout the map. Stand in front of one and press up on the Control Pad to save.



INTERRUPTING THE GAME

You can select "SUSPEND" from the Menu Screen to interrupt the game instead of saving at a Save Point. To continue an interrupted game, choose the sleep data icon on the Select Data Screen.

Please note that after you resume a game, the sleep data will be deleted.



LOADING

Select previously saved data on the Select Data Screen to continue where you left off. Sleep data appears to the left of the data icon used to start it.

Do not turn power off while saving or loading.

Multi-Player

In Castlevania: Portrait of Ruin, you can play with your friends using local wireless and over the Nintendo Wi-Fi Connection to play over the internet.

There are 2 gameplay modes that can be played Multi-Player: the Shop Mode and the Co-op Mode. You can adjust your FRIEND CODE and Nintendo WFC settings from the Options in the OPTIONS Menu. (See Pg. 8)



CO-OP MODE

Cooperate with a friend to defeat enemies and make it to the goal in the shortest time possible.

For Wireless Mode, you must choose to "1P: RECRUIT PARTNER" or "2P: JOIN AS PARTNER." Once you have connected with a friend, you can proceed.

- Select a character and a stage. (There will initially be only be one stage to choose from. Once you have cleared certain conditions, more stages will be unlocked.)
- Both players will then make their way through the selected course.
- The game is over when the players' life bar has depleted or the characters reach the goal.
- Choose "RETRY?" to replay the level or "GAME COMPLETE" to end the gaming session.

Multi-Player



SHOP MODE

You can open your shop to sell items and equipment you have found or purchase items from other players' shops.

OPEN YOUR SHOP <Sell Items>

- Once players have selected your shop, their information will be displayed.
- Up to 3 players can log into your shop at once.
- To close your shop, press up on the Control Pad.

Note: You do not lose items that are sold in the shops.

PURCHASE <Buy Items>

- Select your character from the list.
- Shops within your range will be displayed.
- Select a shop and wait for the shop to open.
- Press up on the Control Pad to access the Shop Menu.

BUY: Purchase items from the Player's Shop

SELL: Sell items to Vincent

ITEM DISPLAY: Put items on display in your Shop for SHOP MODE.

- Leave the shop by exiting from the shop to the left of the screen.

Nintendo Wi-Fi Connection

NINTENDO WI-FI CONNECTION

When you connect to the Nintendo WFC, you can choose your connection options.

- ANYONE:** You can connect to players from all over the world.
- FRIENDS ONLY:** Connect to friends from your registered FRIEND LIST.

Once you complete any Wi-Fi gaming session, you will be disconnected and returned to the Main Menu.

PROTECT YOUR PRIVACY

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.

TO PLAY NINTENDO DS GAMES OVER THE INTERNET:

To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo WFC Instruction booklet included with this game for directions on setting up your Nintendo DS. To complete the Nintendo WFC setup, you will also need access to a wireless network connection (such as a wireless router) and an active broadband internet account. If you do not have access to a wireless network device, you can order a Nintendo Wi-Fi USB Connector directly from Nintendo. See the separate Nintendo WFC Instruction Booklet for more information.

You can also play Nintendo WFC compatible games at selected internet hot spots without additional setup.

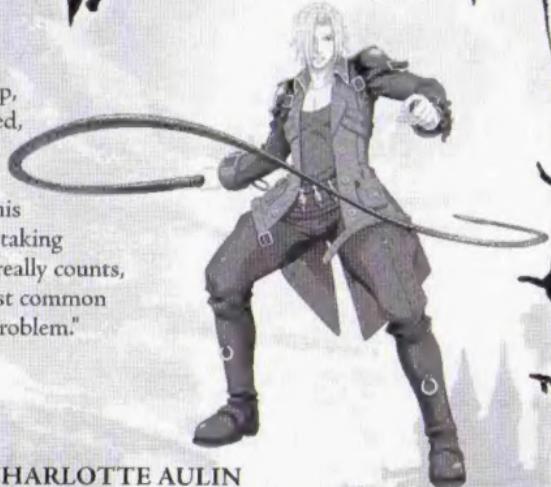
For additional information on the Nintendo WFC, setting up your Nintendo DS or a list of available internet hot spots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 USA/Canada only.

Characters

JONATHAN MORRIS

(18 years old, male)

Wielder of the legendary whip, "Vampire Killer." A hot-headed, energetic young man, but has confidence, poise and a sense of humor. At times, this makes him seem like he's not taking things seriously. But when it really counts, he can be very clever. His most common answer to most things: "No problem."



CHARLOTTE AULIN

(16 years old, female)

Grew up with Jonathan. Intelligent, but is a little too confident in her book smarts. Talks a lot, and sticks her nose into others' business. She takes a logical approach to everything so she comes off as unemotional. Has great magic power, and is seen as the potential final weapon in the battle against Dracula.

Characters

WIND (died at age 50)

The person who teaches skills and gives items to Jonathan and Charlotte. He was killed by Brauner and was almost made a part of Dracula's castle, but the strength of his soul allowed him to retain his consciousness. His soul is trapped within Dracula's castle, however, so he cannot move or put his soul to rest.



STELLA (21 years old, female)

The older of the twin vampire sisters. Has a flashy, aggressive personality. Looks down on humans condescendingly. Is skilled at physical attacks.

Characters

LORETTA (21 years old, female)

The younger of the twin vampire sisters. Her physical appearance is a little plain, and she is intelligent, rational and unemotional. Looks down on humans, like her sister. Is skilled at magical attacks.



BRAUNER (age unknown, male)

A vampire who lost his daughters 30 years ago, and had his magic powers awakened by Dracula's castle. Revived Dracula's castle by collecting the tortured souls of those who died in World War II. His goal is to destroy humans, who have yet again started war.

Characters

VINCENT DORIN (32 years old, male)

A priest who acts as your guide. Not the courageous type. Runs the store.



DEATH (age and gender unknown)

Dracula's right-hand man, who was resurrected along with Dracula's castle. Lawful evil. Has some samurai-like aspects.

WARRANTY

Konami Digital Entertainment, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program.

Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687, from 9:00 am to 5:30 pm PST, Mon-Fri.

Konami Digital Entertainment, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!
You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a **KONAMI INSIDER**

Register now to become a "Konami Insider" at www.konami.com to be automatically entered in a monthly drawing to win FREE games and receive exclusive game play tips and product news!